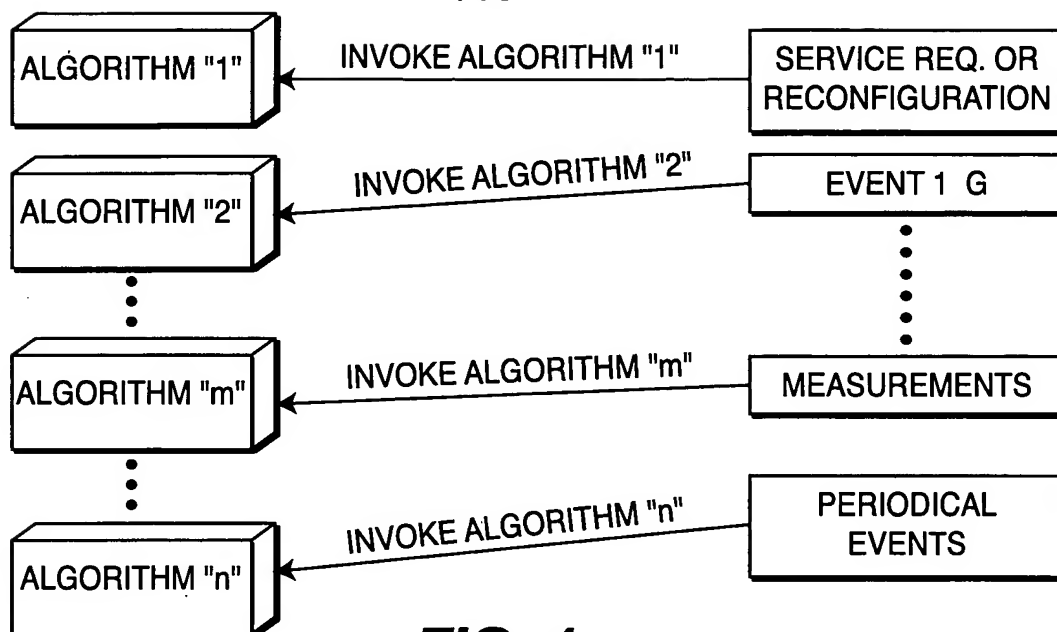
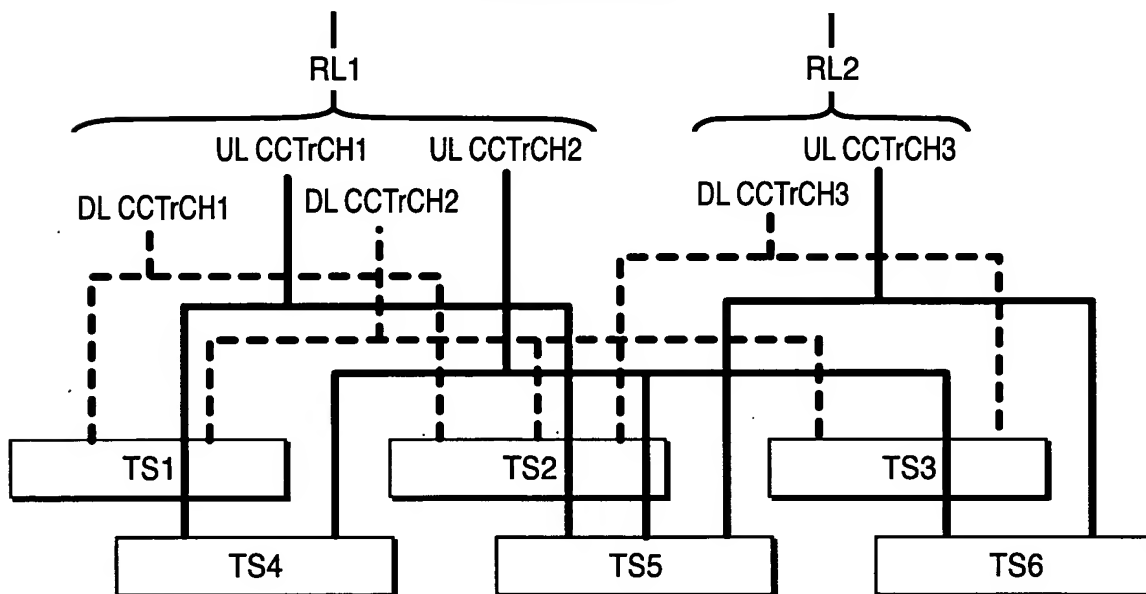


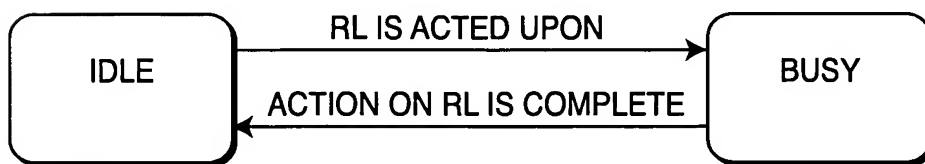
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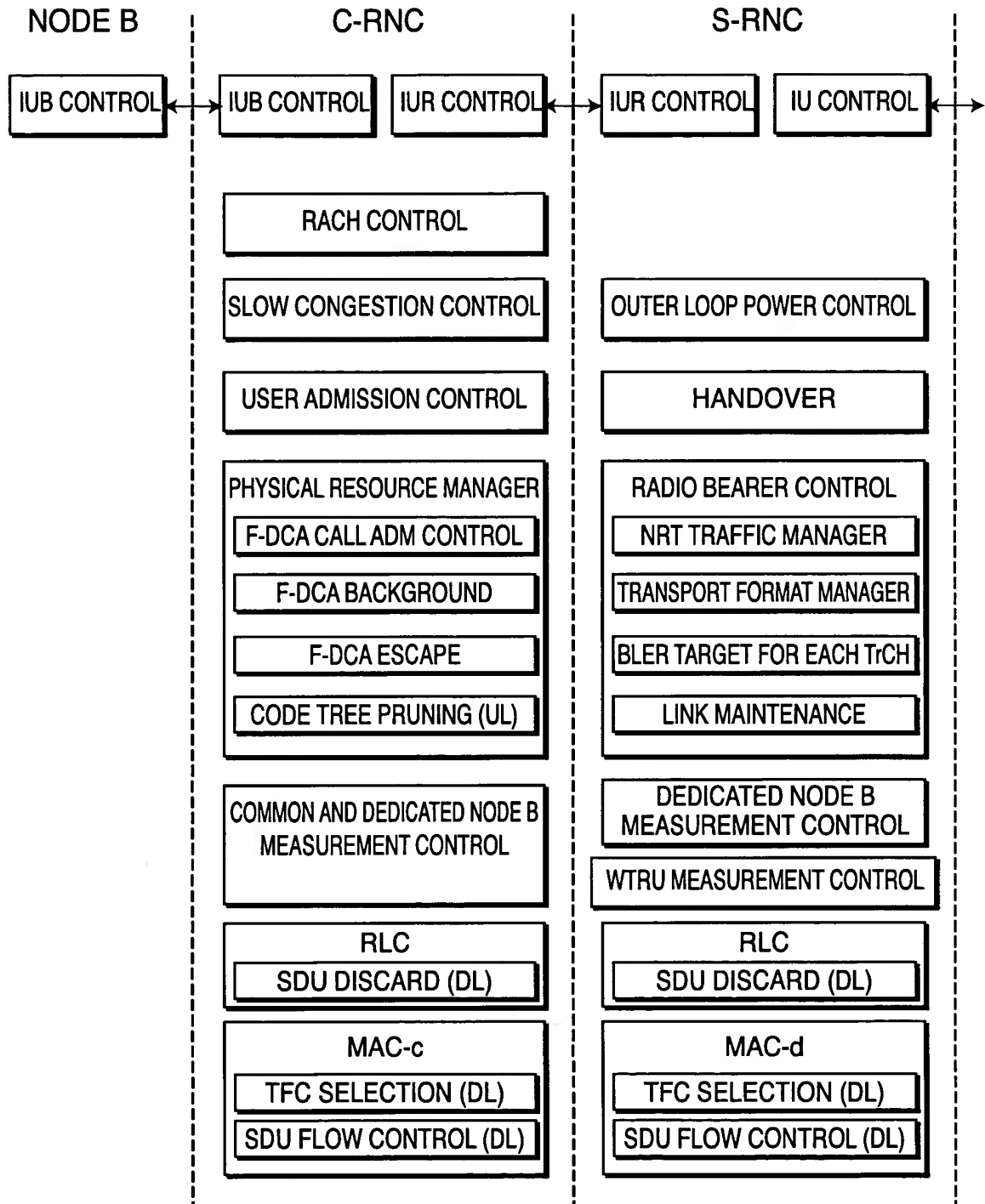
**FIG. 1**  
**PRIOR ART**



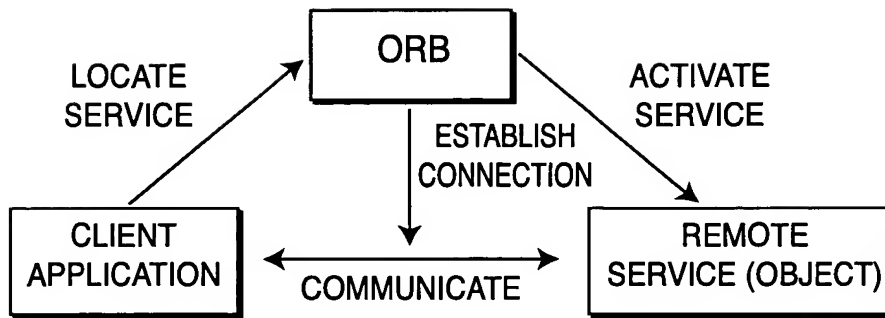
**FIG. 8**



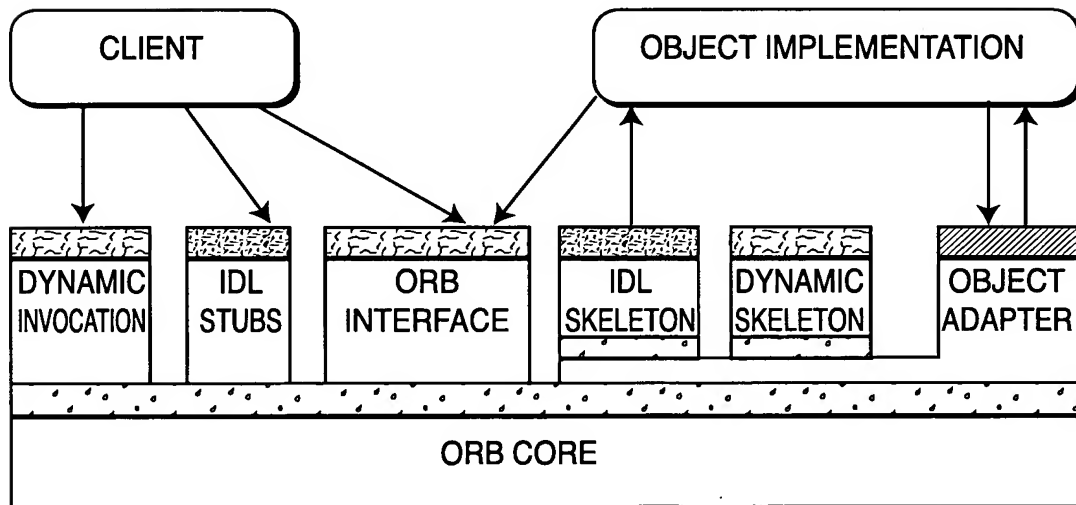
**FIG. 11**







**FIG. 2**  
**PRIOR ART**

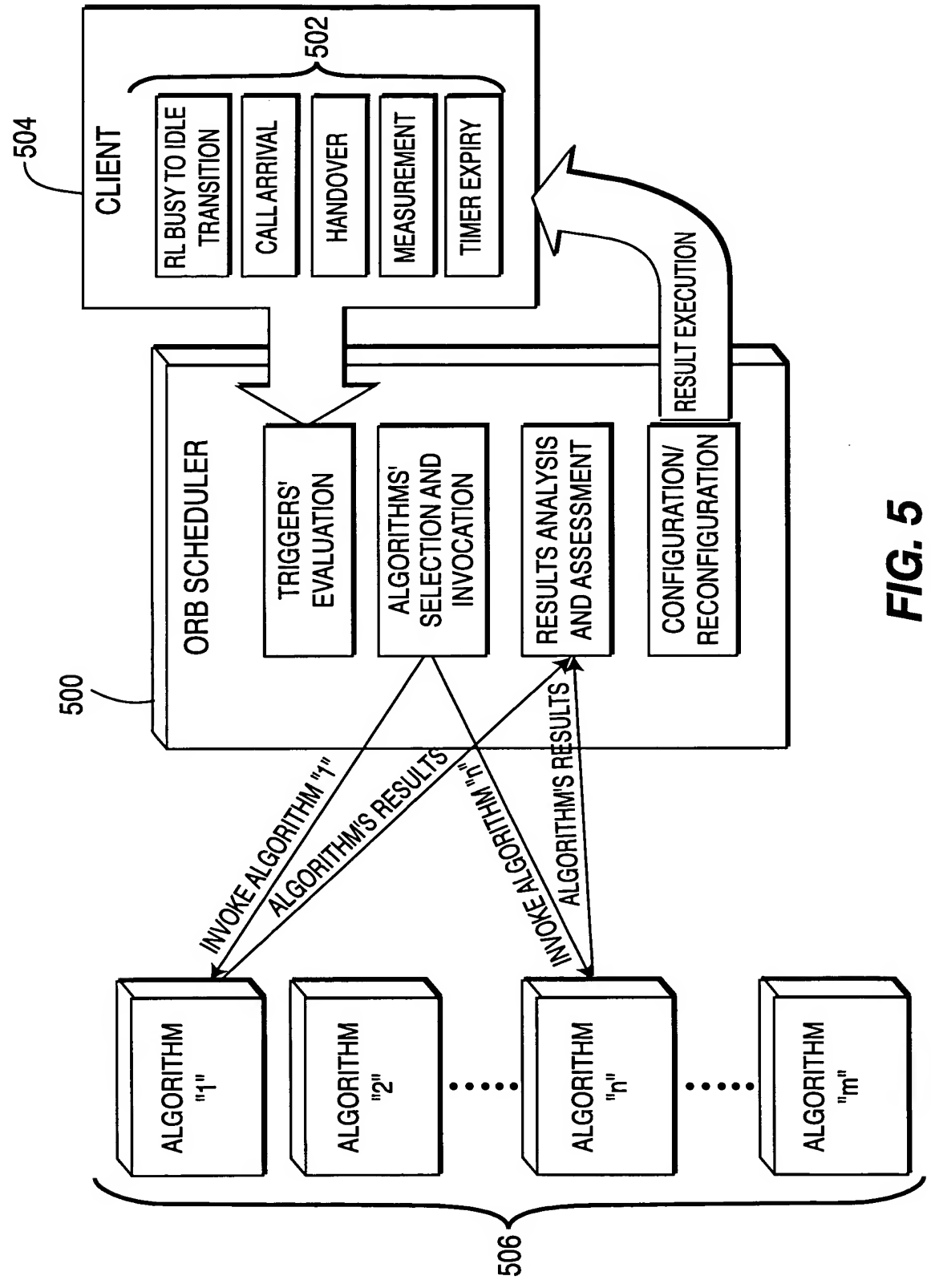


**FIG. 3**  
**PRIOR ART**



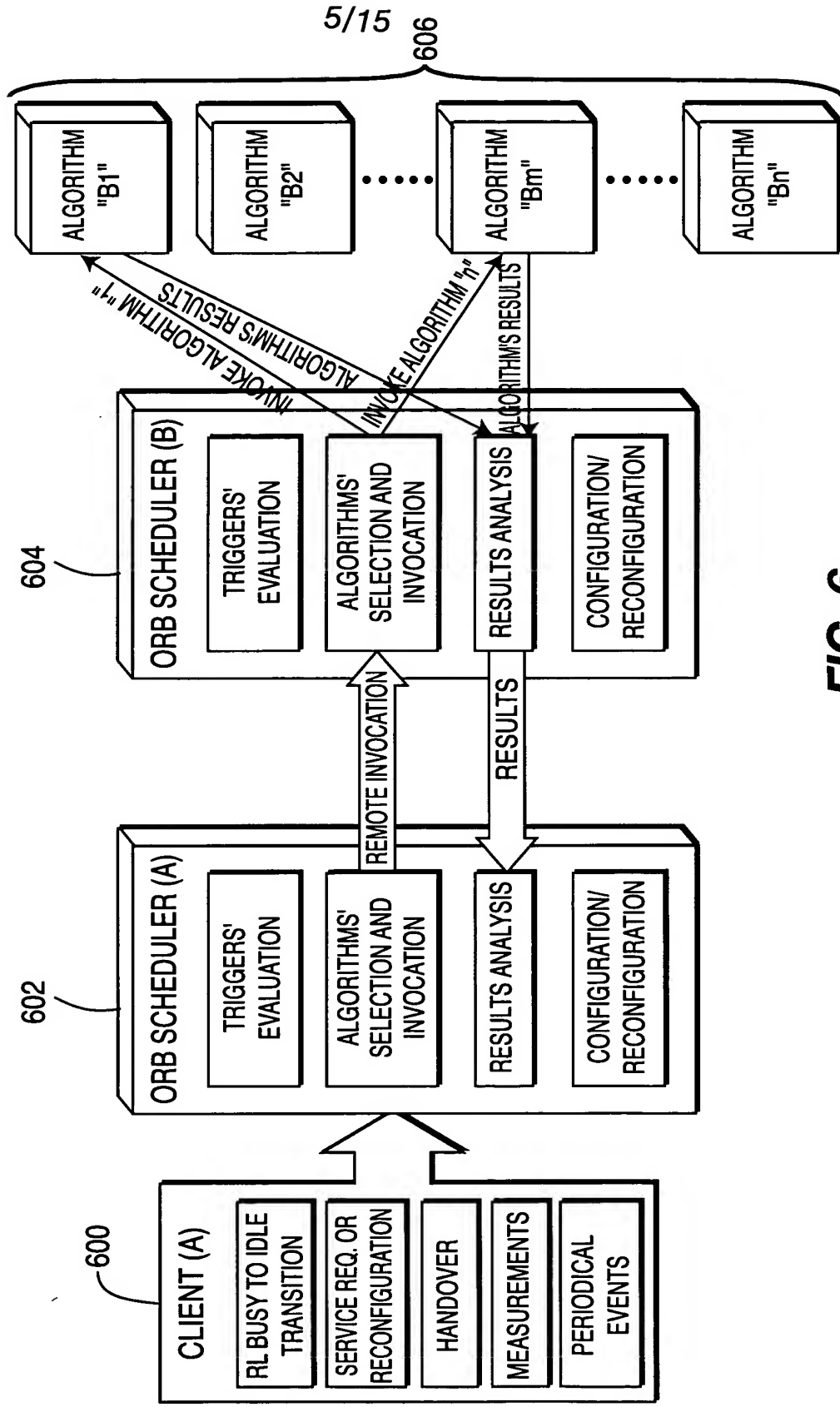
-  INTERFACE IDENTICAL FOR ALL ORB IMPLEMENTATIONS
-  THERE MAY BE MULTIPLE OBJECT ADAPTERS
-  STUBS AND SKELETONS FOR EACH OBJECT TYPE
-  ORB DEPENDENT INTERFACE

**FIG. 4**  
**PRIOR ART**



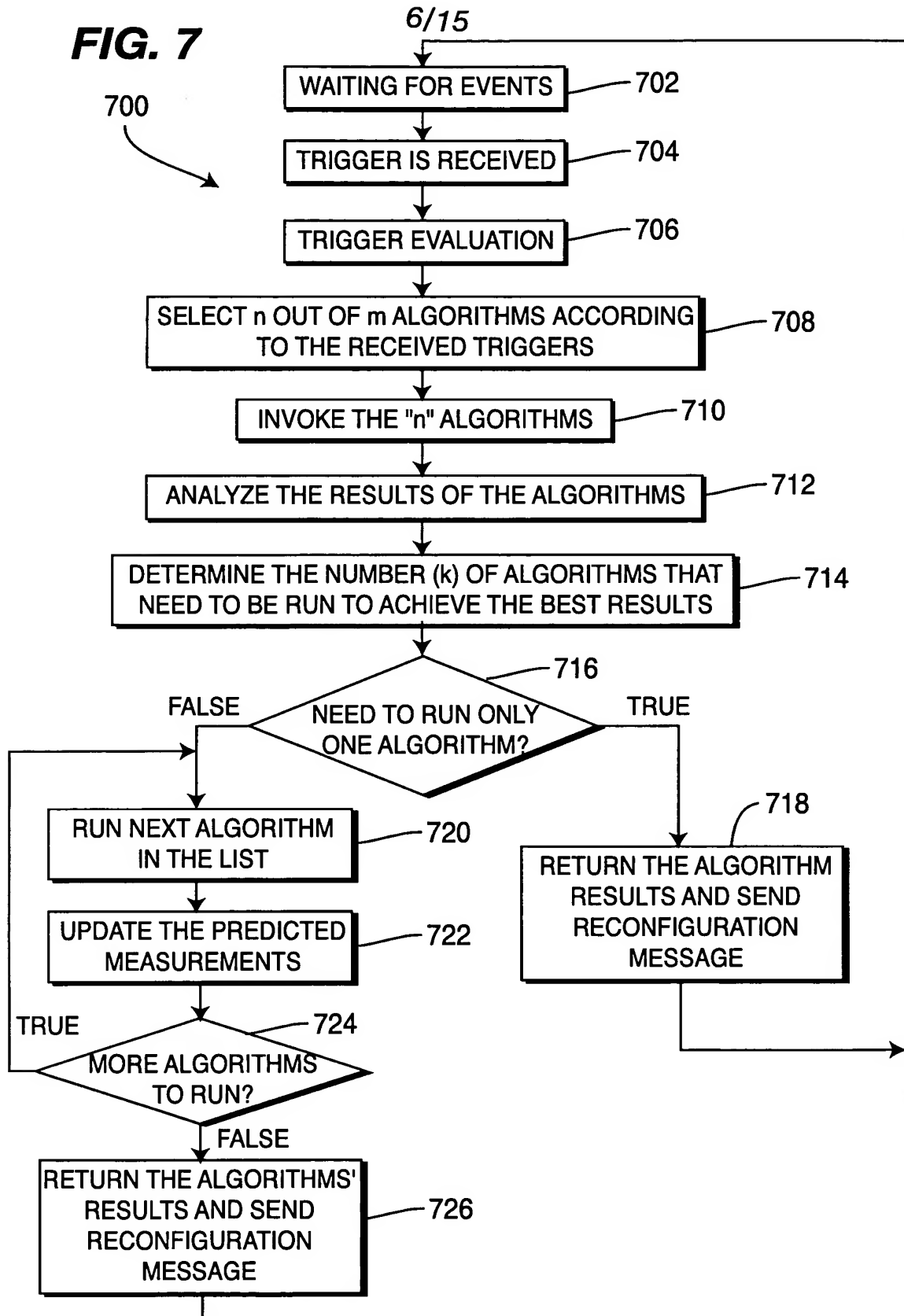
**FIG. 5**





**FIG. 6**

**FIG. 7**



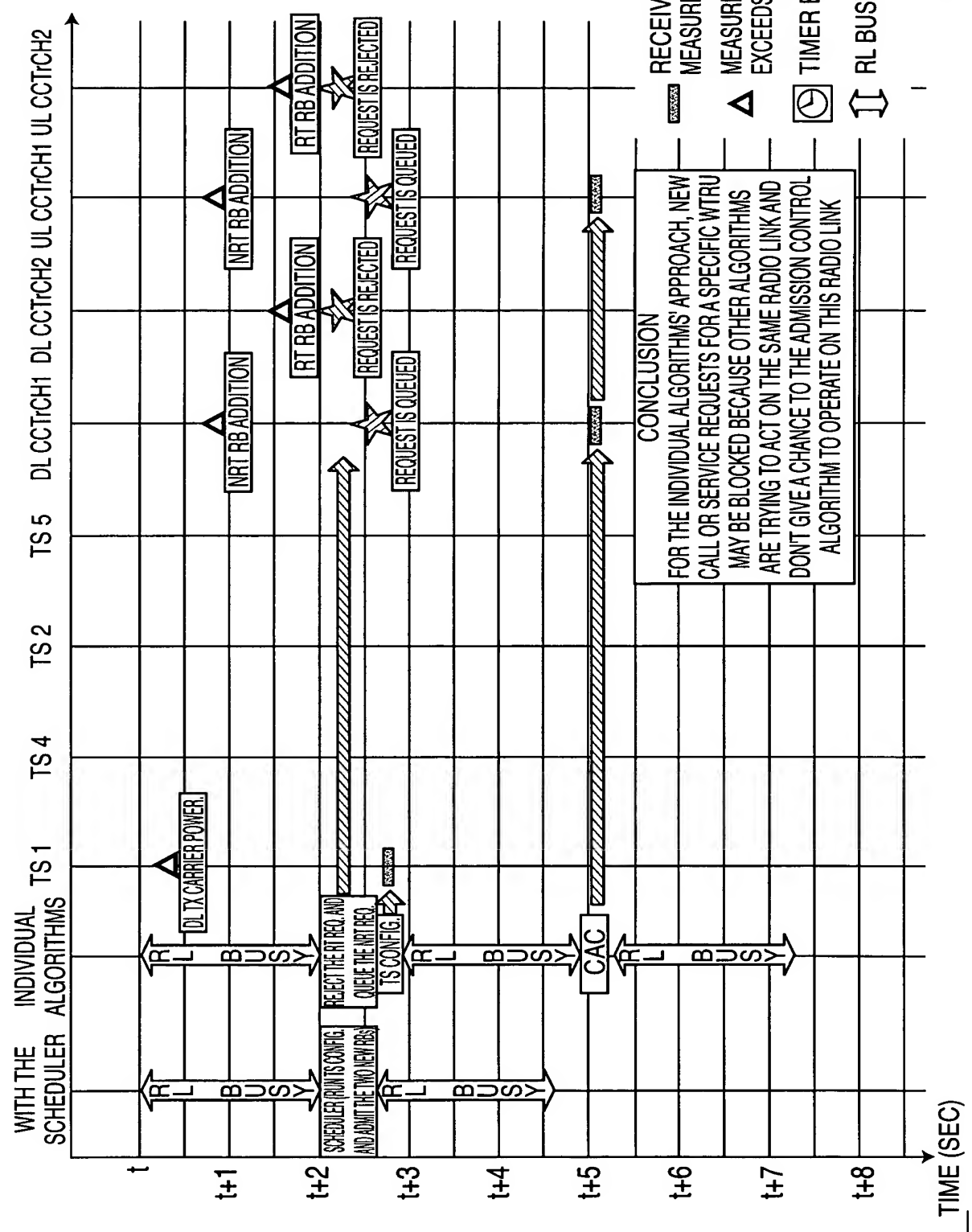


FIG. 9







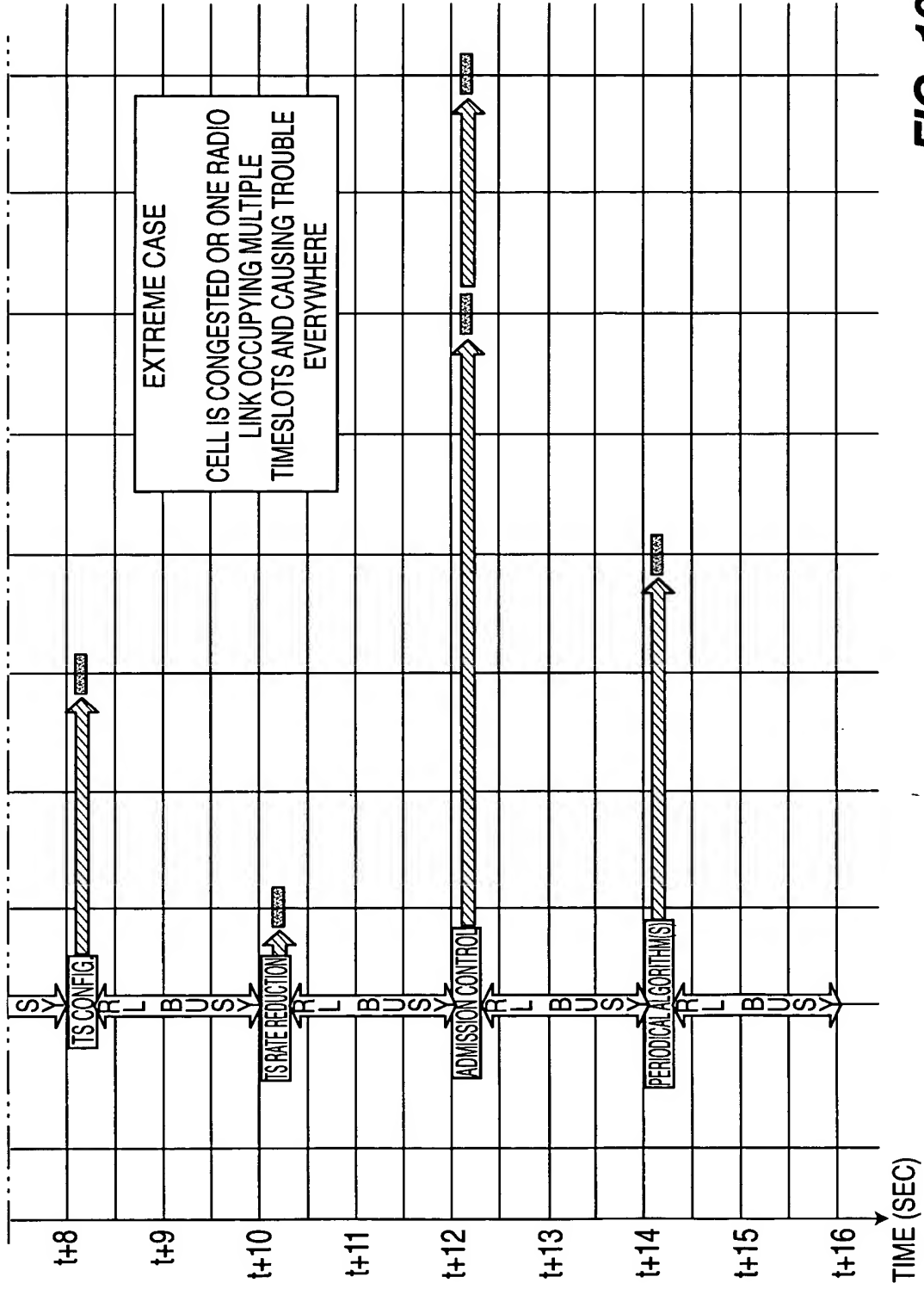
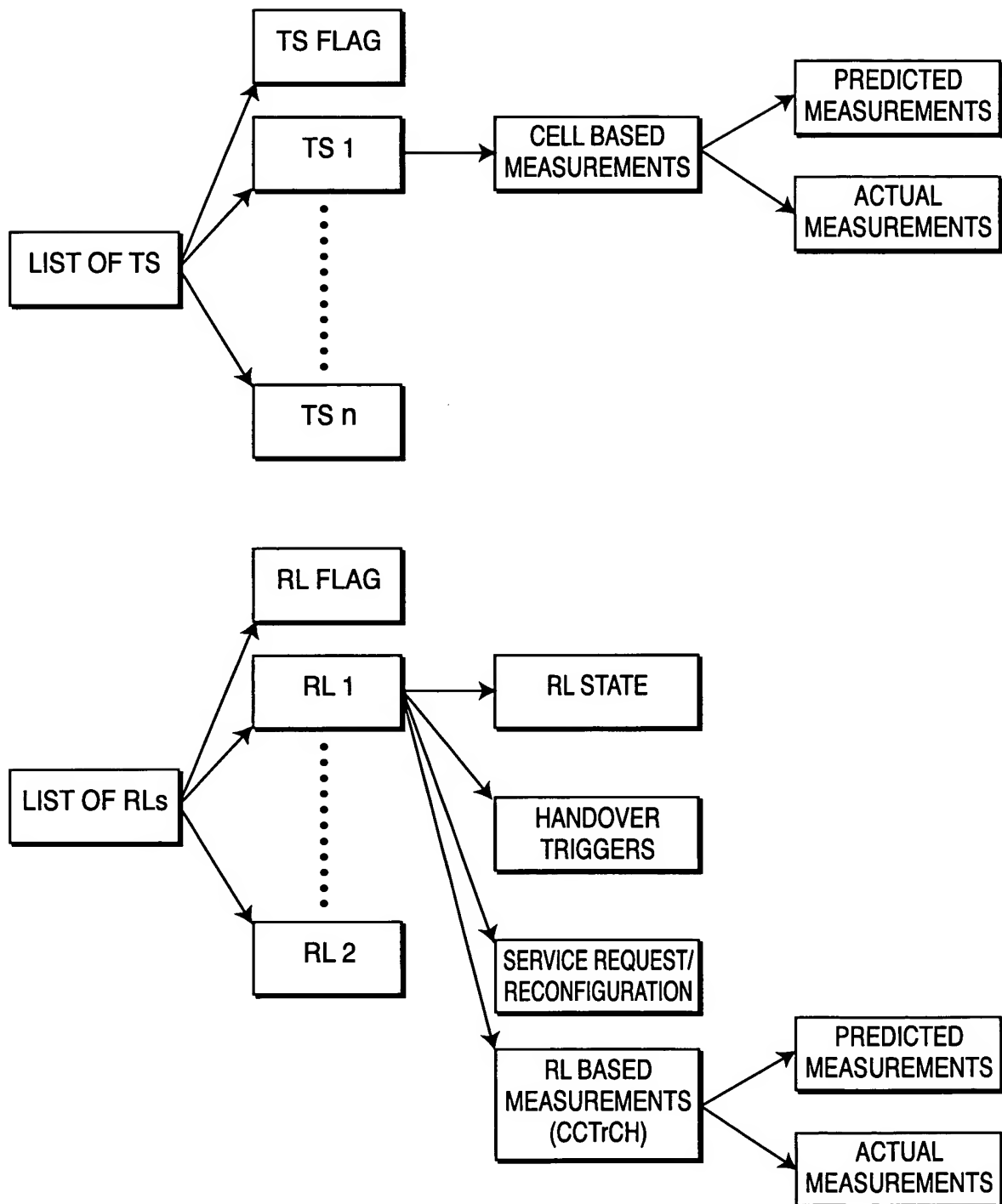
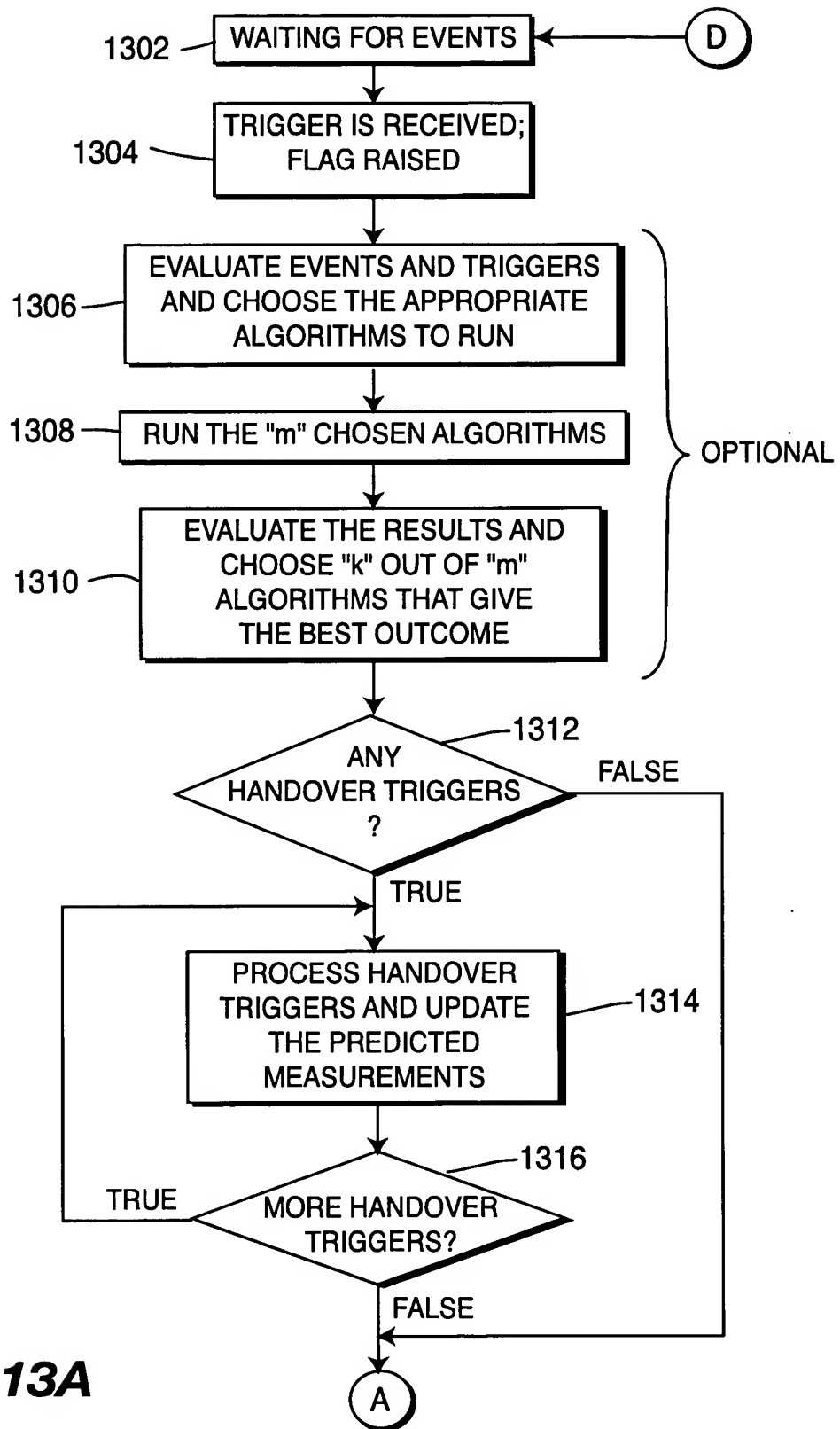


FIG. 10B

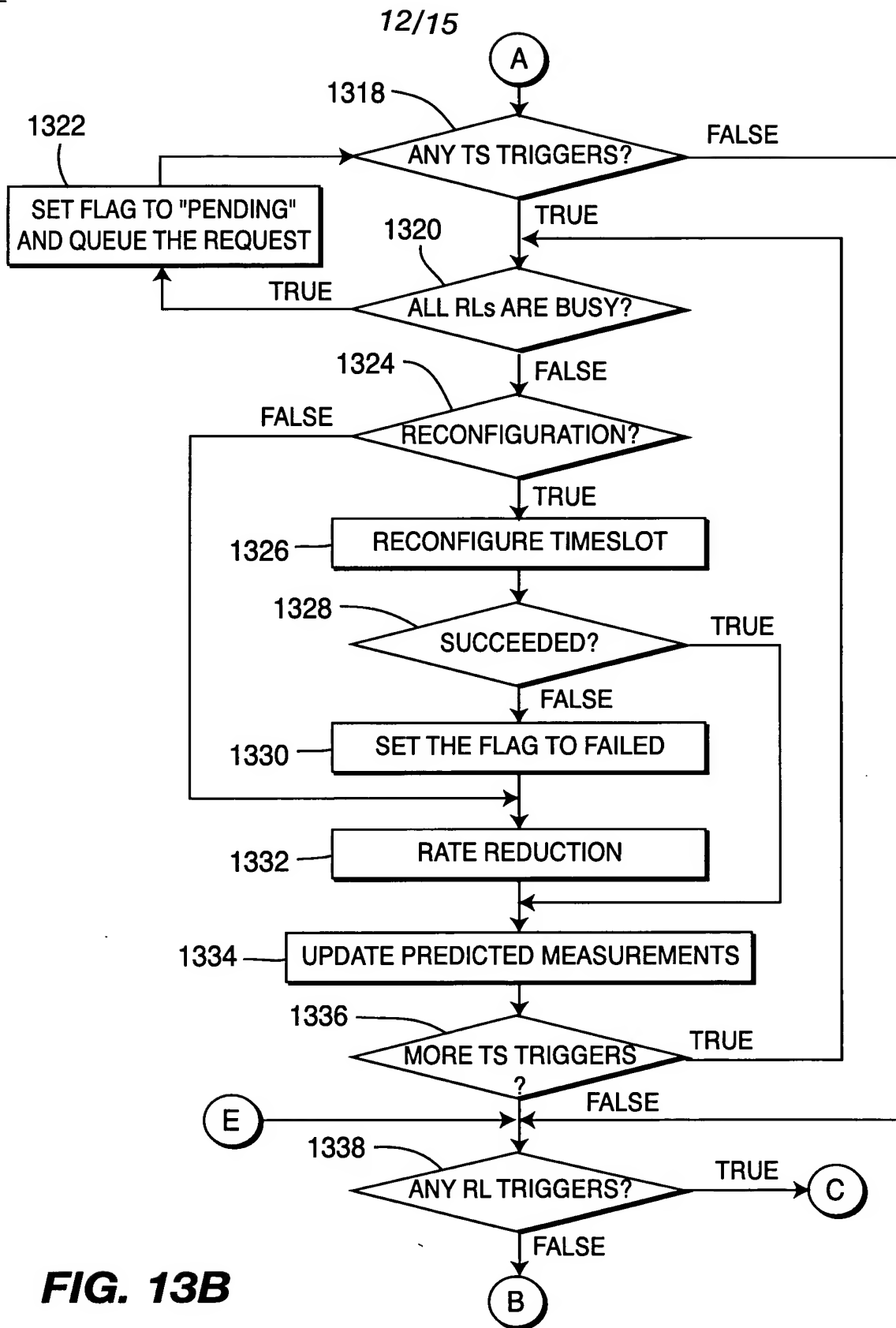
**FIG. 12**

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1300



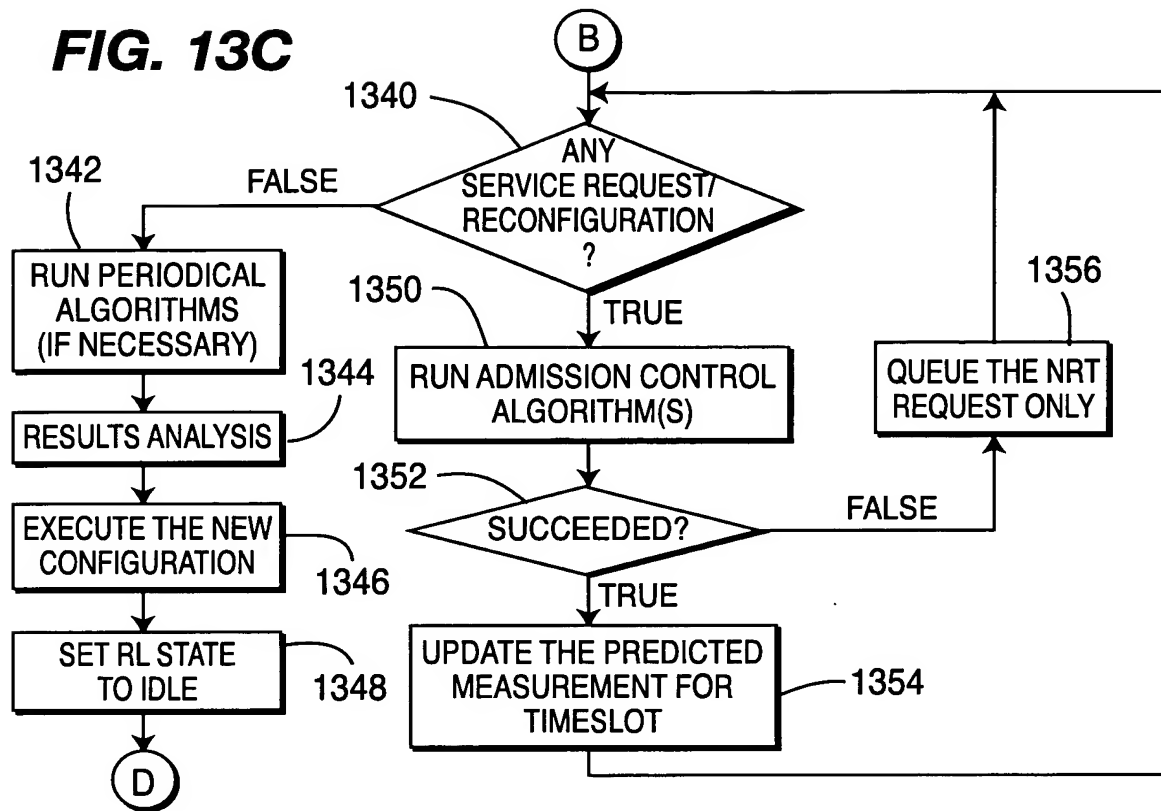
**FIG. 13A**



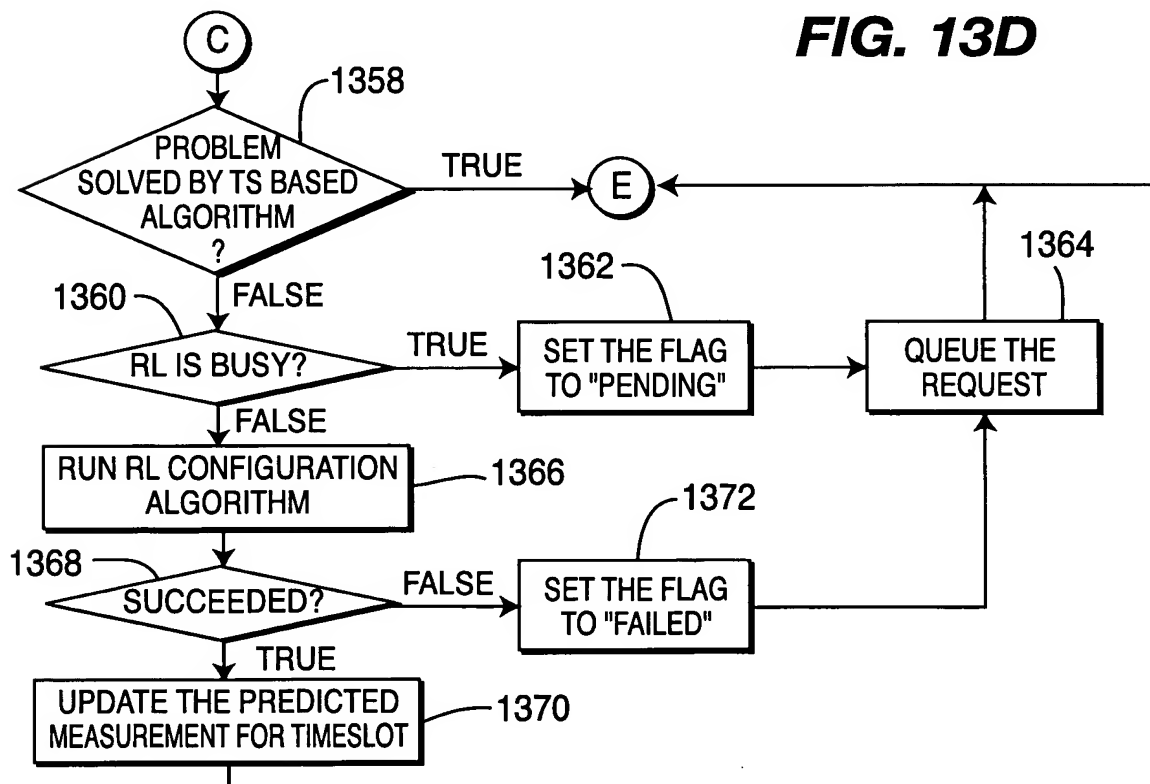
**FIG. 13B**

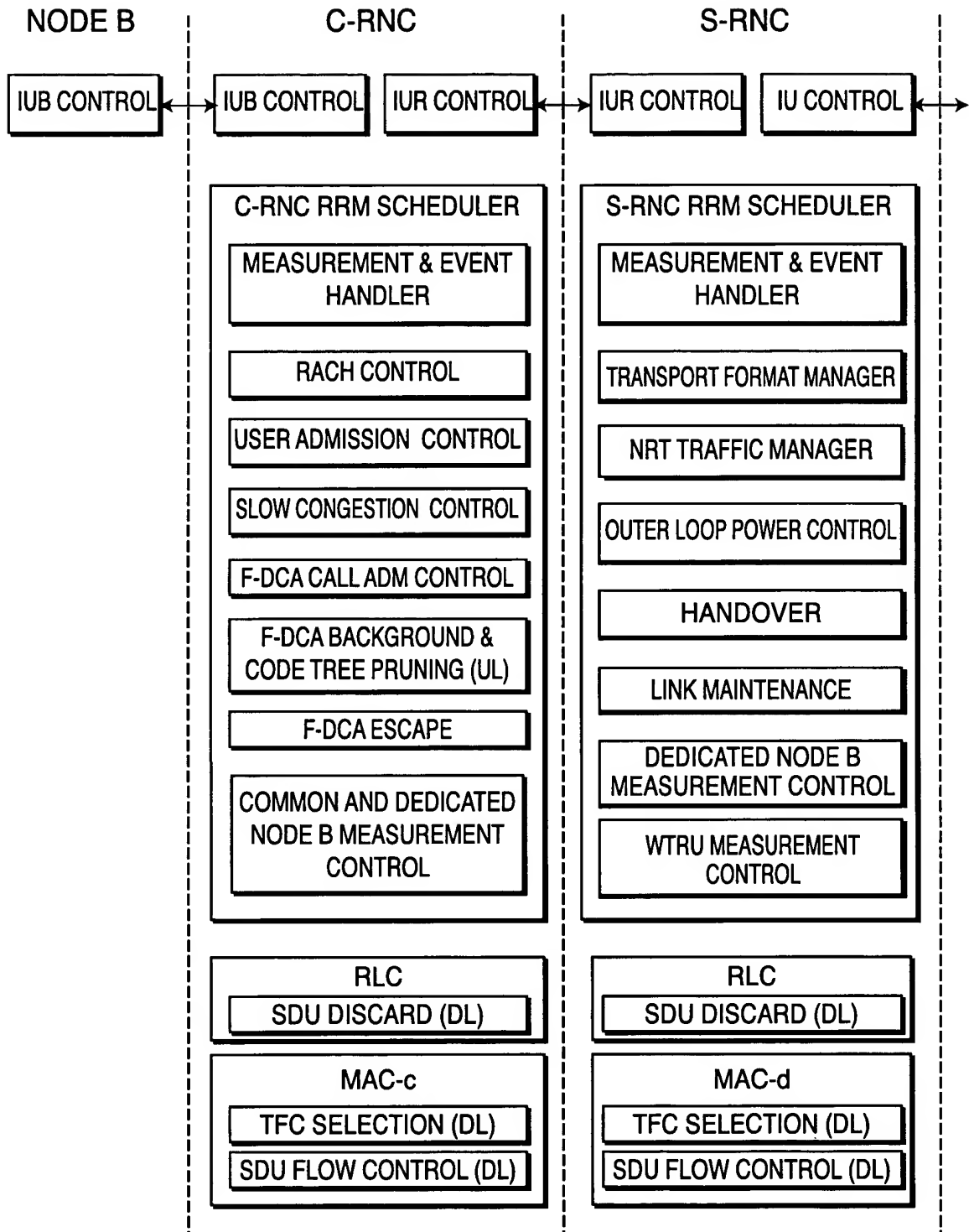


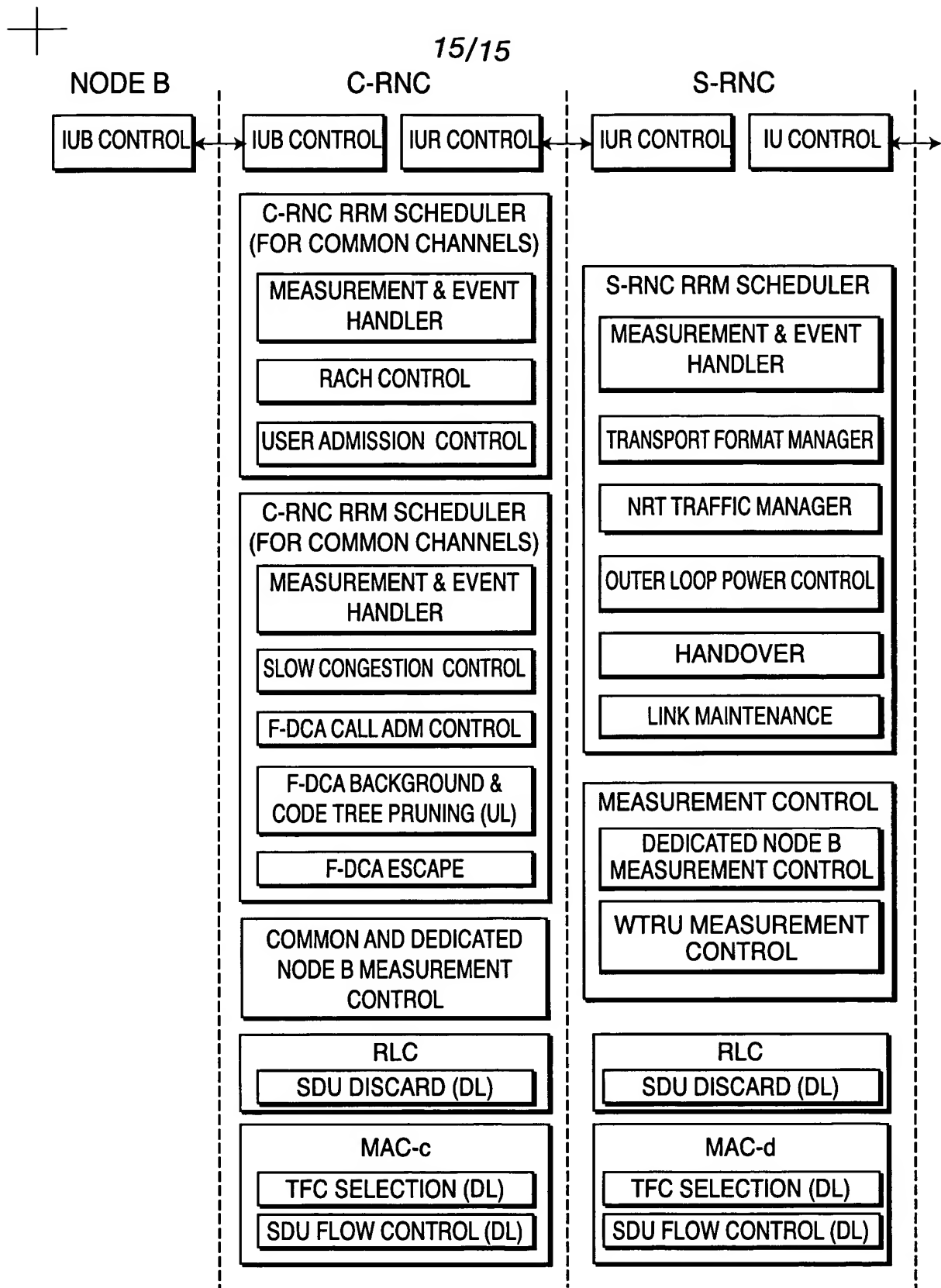
**FIG. 13C**



**FIG. 13D**



**FIG. 14**



**FIG. 15**